

# FUN LEARNING SOFTWARE

## LOADING INSTRUCTIONS

APPLE II, APPLE II+, APPLE IIe, and  
APPLE IIc, II. GS

System Requirements: One of the computers  
above with a minimum of 48K memory, a disk  
drive, and color monitor:

1. Insert the Fun Learning disk into the drive.
2. Turn on the monitor and computer.

### COMMODORE 64/128

System Requirements: Commodore 64  
computer, a disk drive, and color monitor. For  
Commodore 128 users, put computer into  
mode 64.

1. Place the Fun Learning disk into the disk  
drive.
2. Turn on the computer, monitor, and disk  
drive.
3. When READY appears on the screen, type  
LOAD "MM", 8 and press RETURN.
4. When READY appears on the screen, type  
RUN and press RETURN.

### IBM, PC, XT, PCjr (MS DOS COMPATIBLES)

System Requirements: An IBM PC, XT or PCjr  
with at least 128K of memory, a color card,  
color monitor, and IBM DOS 2.0, 2.1, or 3.0.  
IBM PCjr requires Cartridge BASIC. MS DOS  
compatible computers require in excess of  
128K of memory.

## Loading Instructions IBM / MS DOS

Boot MS DOS 2.0 or higher.

Place program disk in drive A.

Type RUNAEC (press "enter" or "return").

Follow screen instructions.

## OPERATING INSTRUCTIONS

Fun Learning programs are easy to use and  
require minimal keyboard input. All necessary  
instructions are built into the programs. The  
steps below describe the general procedure  
for running a program.

1. Load the disk into your computer's disk  
drive as described in the section "Loading  
Instructions."
2. After the screen displays the program title,  
you will be asked your name. Type your  
first name and press the RETURN key.
3. A list of numbered titles will appear. This is  
the program menu. Type the lesson number  
you want and press the RETURN key. The  
titles are abbreviated to eight characters  
maximum length.
4. The first lesson item will be displayed. Select  
your answer and type an appropriate answer  
for the type of question asked, such as: T or  
F, the multiple choice letter, or the missing  
word(s). If your choice is correct, the letter  
or word(s), will appear in the appropriate  
answer space. If your choice is incorrect,  
the number of "guesses" remaining will de-  
crease by one, and you may try again (if  
you are allowed more than one guess).  
NOTE: If a numerical answer is required,  
enter the answer as a word rather than as a  
numeral (i.e., "three" not "3").
5. If you are allowed more than one guess,  
continue selecting letters until the answer  
is complete. Once you've correctly identified  
the answer, the next lesson will appear on  
the screen and the bar graph on the right  
will record your score.  
If you can't identify the answer and your  
guesses have run out, the computer will  
display the correct answer. Press the RETURN  
or ENTER key to continue.
6. If you want to leave a lesson before it is  
completed, you must be at a point where  
the computer is waiting for you to answer a  
question. Instead of typing the answer,  
press the appropriate key for your computer:

APPLE II: ESC key

COMMODORE: f1 key

IBM/MS DOS: ESC key

7. When you have completed all ten items in  
a lesson, your total score will be displayed.  
If you have scored fewer than seven correct  
answers, the lesson will be repeated. You  
can try again to reach the mastery level of  
at least seven correct answers.

(OVER)

## HOW TO PLAY THE REWARD GAME

When you have completed a lesson, you will be asked to choose whether you want to advance to the game, or go back to the menu to select another lesson. If you choose to play the game, a maze will be displayed. The object of the game is to move your cursor through the maze, striking the colored targets without hitting the walls.

When you strike the colored targets, points will be added to your score. If you hit the walls, points will be subtracted from your score. If you exit the maze from the lower right-hand corner before time runs out, you will receive

bonus points. The number of points added and subtracted is listed at the bottom of the maze. If your computer has a joystick, play the game by connecting the joystick to port no. 1. (Use port no. 2 on the Commodore.) Use the joystick to control the cursor's movements up, down, right, and left to hit the targets. If you do not have a joystick, play the game using the appropriate keys for your computer.

To move: UP DOWN RIGHT LEFT

Use these keys:

APPLE II	A	Z	→	←
Commodore	A	Z	;	:
IBM	↑	↓	→	←

## ASK FOR OTHER FUN LEARNING PRODUCTS

### COMPUTER SOFTWARE

- U.S. Geography Quiz
- World Geography Quiz
- World History Quiz — Cavemen to Democracy
- World History Quiz — Industrial Revolution to Today
- U.S. History Quiz — Discovery to Reconstruction
- U.S. History Quiz — Western Settlement to Today
- U.S. Government Quiz
- Vocabulary Quiz
- Science Quiz — Life (Grade 7 & Above)

### VIDEO

- Concord Children's Video
  - Encyclopedia Series
  - Primary Math
  - I Like Science
  - Planets of the Sun
  - Starting to Read
  - Sing Along-Read Along
  - Basic Grammar
  - Hysterical History
  - Sunday School Stories
  - Soccer for Everyone
  - I Like Music
  - Making Playthings
  - Play Safe
  - Treasure Island
  - Chocolate Princess
  - When I Grow Up, I Want to Be

- Mr. Know-It-Owl's Video School
- Mr. Know-It-Owl's Video Tales
- Reading with Mother Goose
- Writing the Alphabet
- Musical Multiplication
- Read & Sing with America
- Learning Letters, Numbers and Colors
- Our Musical Heritage Series
- Sales & Motivation
- Decision Making
- Nutrition
- Commercialization
- Cooperation
- Perception
- Classic Literary Stories Series
- Historical Heritage Series
- Artistic Expression Series
- Our Natural Heritage Series

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